

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult a physician before resuming play.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

HANDLING YOUR COMPACT DISC

- The PC compact disc is intended for use exclusively on IBM compatible systems with the minimum configurations specified on the system requirements of the game purchased.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Take occasional rest breaks during extended play.
- Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the

appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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1. GAME FEATURES

GAME INTERFACE



In FATE OF THE DRAGON (FOD), two map windows are provided which enable you to keep an eye on the battlefield situation and on how your city is developing. To the right is the territory map, where you can observe the overall condition of the mission battlefield. To the left is where the city map window is set up and the target city's condition can be monitored. Click the city buttons to the right of the latter window and you can switch between available city maps.

DESIGN OF GAME MAPS

Most games utilize a "World Map." We have introduced the concept of a multi-map system. In the territory map, cities are symbolized by "Landmark Buildings"; a corresponding city map will appear when you click on the city switch button in the bottom left corner of the screen. When game units leave the city map, they will be seen coming out of the landmark building and making an appearance on the territory map (and vice-versa).

CONCEPT OF SUPPLY



The strength of troops will vary depending on whether they receive food regularly. If the food supply is inadequate, the strength of your troops will decrease, in turn lowering their fighting ability. Furthermore, long-term food shortages can result in the loss of the degree of training in troops. The training degree can be restored in the barracks when the supplies have been replenished. The introduction of the concept of supply and demand helps expand tactical potential for the real-time strategy game.

CAMPING AND ARMY-STATIONING

Troops should be equipped with a corresponding support wagon when they are outside their own cities. If they are not backed up with a support wagon, they can't be stationed for extended periods of time outside their cities as they will become hungry and lose strength. The support wagon can move with the troops but at a slower pace. To provide food to restore the health of your armies stationed outside enemy cities, temporary camps should be established. Laborers can be assigned to lead a group of horses to camps to maintain the food supply. Remember: a support wagon and food transport units are essential for stationing troops outside cities and will greatly enhance the chance of winning battles.

CAMPAIGNING AND TAKING CITIES

FOD has for the first time achieved the realistic graphical representation of warriors climbing ramparts and conquering cities in ancient China. Using a scaling ladder, troops can be commanded to scale the rampart and engage in close combat with the city defenders.

WARRIOR RANKS AND SKILLS

When one of your warriors is involved in a battle or holding a post in a city, he will gain a higher experience ranking and will receive an improvement in his relative attributes. When some attributes satisfy the conditions of a certain skill, a warrior will gain that skill. The tactical appointment of warriors will enhance the fighting power of the sergeants.

INTERCHANGEABLE ATTRIBUTES OF INFANTRY AND CAVALRY BY HORSES

In FOD, horses are a very critical factor. A rigid limit on the attributes of infantry and cavalry does not exist. Infantry will turn into cavalry when they acquire horses and vice versa. Cavalry without horses (because they have dismounted or their horses have been killed) will change into infantry. By using a group of horses, laborers can transport large amounts of materials. Horses are all the same and can be used by either side. You can raise horses yourself or steal horses by killing the enemy's cavalry or food-transporting laborers in battle.

MANAGEMENT POLICIES ARE RELATED TO TACTICS

In the game, the management factors include the "Fate of your Kingdom," "Morale," "Reputation," "Domestic Policies," "Diplomacy," "Disasters," "Sacrifice," "Science," "Trade" and others, all of which can affect your Kingdom's overall state. As a ruler, you must keep a good balance between all the factors by the tactical appointment of officials and dealing well with all the management issues. Then, to a large extent, victories in battles and conquest of the enemy will be guaranteed.

REFLECTING THE CULTURE OF THE “THREE KINGDOMS SOCIETY”

More than 100 skills have been extracted from all aspects of the culture of the Three Kingdoms period. Most of the game factors can be improved by these skills. Each skill is titled by its ancient name with a detailed introduction in words and pictures. You can learn about how the society developed during the Three Kingdoms period while enjoying the game play.

ASSIGNMENT OF EACH LABORER

Besides chopping down trees and mining, laborers can also be assigned to work in some buildings to fulfill a building's function. For example, farming/feeding pigs in farms or producing food and wine in a workshop.

REALISTIC DESIGN

All the buildings, the shapes of characters, the types of troops and armaments are designed proportionately according to real models extracted from historical materials. Characters can go in and out of the buildings and interact with them.

PROFESSION-TRANSFERENCE SYSTEM

This system enables a laborer to be trained to sergeant level. He can then revert to being a laborer again and do his original work if needed. Wars consume a large quantity of resources and result in a lack of supply of materials. If this becomes the case, you can command your sergeants to deal with production work through the profession-transference system. The collection of resources and production will then accelerate. This system makes it possible for you to restore production and supplies quickly, re-organize your military forces and turn around a negative situation or even win despite facing difficulties at an earlier stage.

VARIOUS TYPES OF ARMAMENTS

There are many types of armaments available that can be manufactured once you have obtained the right technical research level. You will have the ability to greatly enhance your attacking power and means of taking a city using the different armaments available. These different types of armaments will enable you to start wars on water or land or even to air-transport troops for a surprise attack on the enemy.

PLAYER-FRIENDLY IN-GAME HINTS

By moving the cursor over objects or areas of the interface, information will appear in real time about significant events contained in the game and offer advice and instruction. So whether you have game-playing experience or not, you can start playing and get into the action quickly.

SUPPORTING NETWORK GAME

FOD supports two game modes: a LAN net game and a Skirmish. In LAN net mode, you can choose a variety of maps to play on a LAN. In Skirmish mode, you can simulate a LAN net game mode on a single computer.

2. STORY BACKGROUND

2.1 Brief Introduction of Chinese Imperial History

Chinese imperial history covers a period of some 4,000 years from the Xia Dynasty circa 2100 BC to the abdication of the last Emperor, Pu Yi, in 1911.

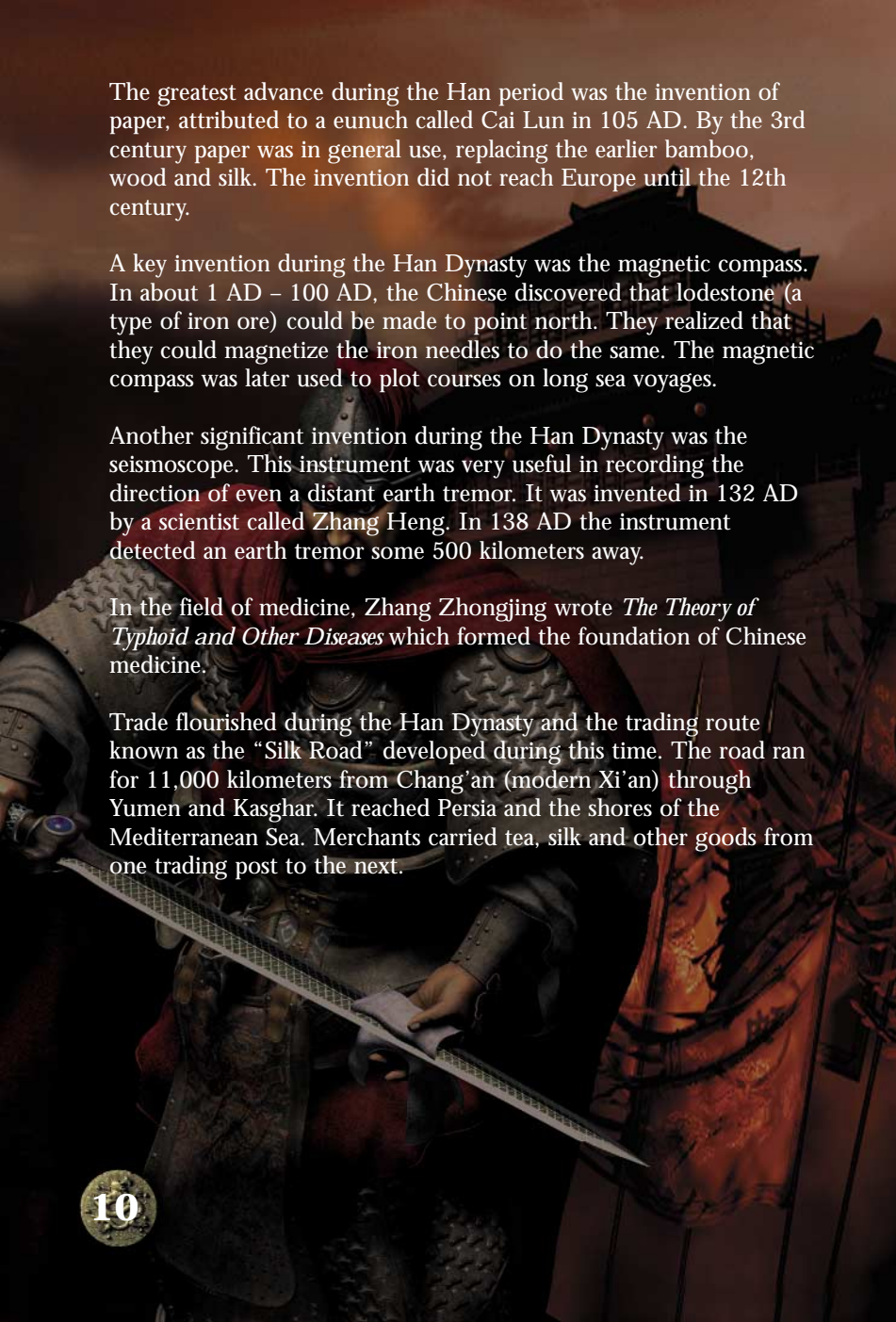
2.2 The Glory of the Han Dynasty

The Han Dynasty lasted for 400 years, from 206 BC when it was founded by a peasant named Liu Bang to 220 AD, with a 14-year interruption from 9 to 23 AD when Wang Mang usurped the throne. Prior to Wang Mang's usurpation, the Dynasty was known as the Western Han Dynasty, with its capital in the western city of Chang'an. When the Han Dynasty was restored in 23 AD it was known as the Eastern Han Dynasty with its capital in the eastern city of Luoyang.

Except for its last years, the Han Dynasty marked a period of great prosperity and advancement in society. The Han emperors, of which there were a total of 19, built on the legal and administrative infrastructure established by the preceding Qin Dynasty, but eased some of the severity of the Qin laws and sought to make the system more reflective of Confucian principles.

China grew rapidly in the Han Dynasty. By 2 AD it had expanded to take in North Korea, the southeast coast, the southwest as far as Vietnam and large areas of Central Asia. Northern borders were defended by the Great Wall, which was extended during Han rule.

In 165 BC Liu Heng, the third Han Emperor, introduced the policy of civil service recruitment based on examinations which tested knowledge of Confucian texts. This policy remained in place, with intermittent exceptions, for hundreds of years and contributed greatly to the overall success of the administration of Imperial China.



The greatest advance during the Han period was the invention of paper, attributed to a eunuch called Cai Lun in 105 AD. By the 3rd century paper was in general use, replacing the earlier bamboo, wood and silk. The invention did not reach Europe until the 12th century.

A key invention during the Han Dynasty was the magnetic compass. In about 1 AD – 100 AD, the Chinese discovered that lodestone (a type of iron ore) could be made to point north. They realized that they could magnetize the iron needles to do the same. The magnetic compass was later used to plot courses on long sea voyages.

Another significant invention during the Han Dynasty was the seismoscope. This instrument was very useful in recording the direction of even a distant earth tremor. It was invented in 132 AD by a scientist called Zhang Heng. In 138 AD the instrument detected an earth tremor some 500 kilometers away.

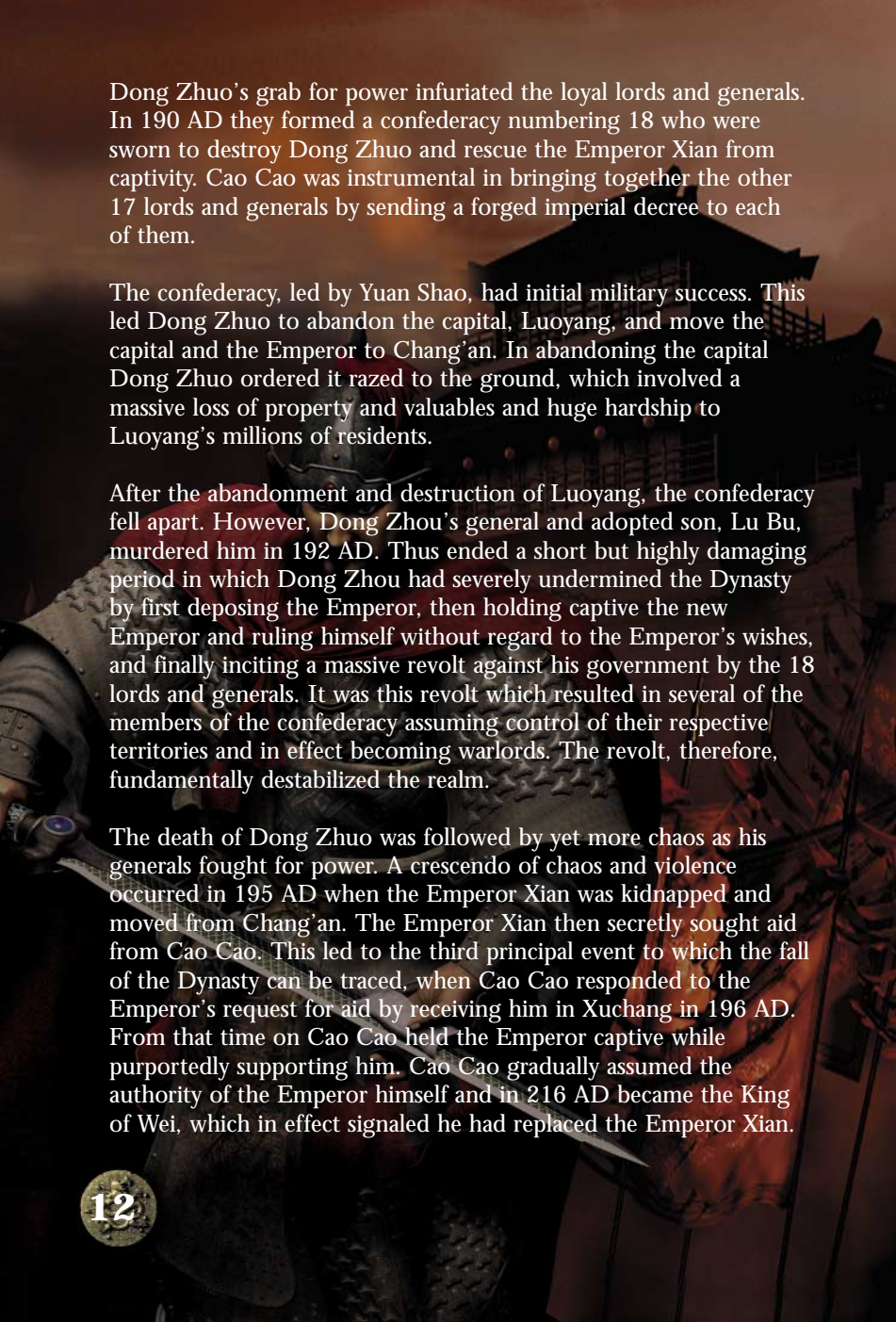
In the field of medicine, Zhang Zhongjing wrote *The Theory of Typhoid and Other Diseases* which formed the foundation of Chinese medicine.

Trade flourished during the Han Dynasty and the trading route known as the “Silk Road” developed during this time. The road ran for 11,000 kilometers from Chang’an (modern Xi’an) through Yumen and Kasghar. It reached Persia and the shores of the Mediterranean Sea. Merchants carried tea, silk and other goods from one trading post to the next.

2.3 *The Fall of a Dynasty*

The fall of the Han Dynasty can be traced to three principal events. The first was the Yellow Scarves uprising in 184 AD. This was a rebellion of peasant farmers led by Zhang Jue and his two brothers, Zhang Liang and Zhang Bao. They styled themselves Noble General of Heaven, Noble General of the Earth and Noble General of Men respectively and tapped into widespread popular discontent caused by the corruption and inefficiency of the Han court. A classic example of this was the sale of official positions to the highest bidder by the Emperor Ling, which was designed both to fill the imperial coffers and deprive scholars of their opportunity for advancement. The Zhang brothers raised an army of hundreds of thousands of peasants and represented a real threat to the Dynasty. The Han court, which by this time was dominated by a gang of corrupt eunuchs known as the The Ten Regular Attendants, was able, with some difficulty, to put the rebellion down — but in doing so it was greatly weakened.

The second event was the ascendancy of Dong Zhuo, General of the Forward Army, Lord of Aoxing and Prefect of Xiliang. He was summoned to court by the Great General He Jin in 189 AD to help exterminate the eunuchs. He Jin himself was murdered by the eunuchs shortly afterwards and by the time Dong Zhuo reached Luoyang with his army, the court, led by the young Emperor Shao and his younger brother, the Prince of Chenliu, was on the run from a capital in chaos. Dong Zhuo, leading a large army of 200,000, quickly asserted his authority and deposed Emperor Shao, replacing him with the Prince of Chenliu, who then became the Emperor Xian. On ascending the throne, the Emperor Xian was only 15 years old. Assisted by Lu Bu, who was the foremost warrior of the time, Dong Zhuo appointed himself Prime Minister and took control of the government. He immediately imposed a vicious and cold-hearted dictatorship conducted only nominally in the name of the young emperor, who was in effect held captive.



Dong Zhuo's grab for power infuriated the loyal lords and generals. In 190 AD they formed a confederacy numbering 18 who were sworn to destroy Dong Zhuo and rescue the Emperor Xian from captivity. Cao Cao was instrumental in bringing together the other 17 lords and generals by sending a forged imperial decree to each of them.

The confederacy, led by Yuan Shao, had initial military success. This led Dong Zhuo to abandon the capital, Luoyang, and move the capital and the Emperor to Chang'an. In abandoning the capital Dong Zhuo ordered it razed to the ground, which involved a massive loss of property and valuables and huge hardship to Luoyang's millions of residents.

After the abandonment and destruction of Luoyang, the confederacy fell apart. However, Dong Zhou's general and adopted son, Lu Bu, murdered him in 192 AD. Thus ended a short but highly damaging period in which Dong Zhou had severely undermined the Dynasty by first deposing the Emperor, then holding captive the new Emperor and ruling himself without regard to the Emperor's wishes, and finally inciting a massive revolt against his government by the 18 lords and generals. It was this revolt which resulted in several of the members of the confederacy assuming control of their respective territories and in effect becoming warlords. The revolt, therefore, fundamentally destabilized the realm.

The death of Dong Zhuo was followed by yet more chaos as his generals fought for power. A crescendo of chaos and violence occurred in 195 AD when the Emperor Xian was kidnapped and moved from Chang'an. The Emperor Xian then secretly sought aid from Cao Cao. This led to the third principal event to which the fall of the Dynasty can be traced, when Cao Cao responded to the Emperor's request for aid by receiving him in Xuchang in 196 AD. From that time on Cao Cao held the Emperor captive while purportedly supporting him. Cao Cao gradually assumed the authority of the Emperor himself and in 216 AD became the King of Wei, which in effect signaled he had replaced the Emperor Xian.

The Emperor Xian finally abdicated in 220 AD, shortly after the death of Cao Cao when Cao Cao's son, Cao Pi, established a new dynasty, the Wei Dynasty.

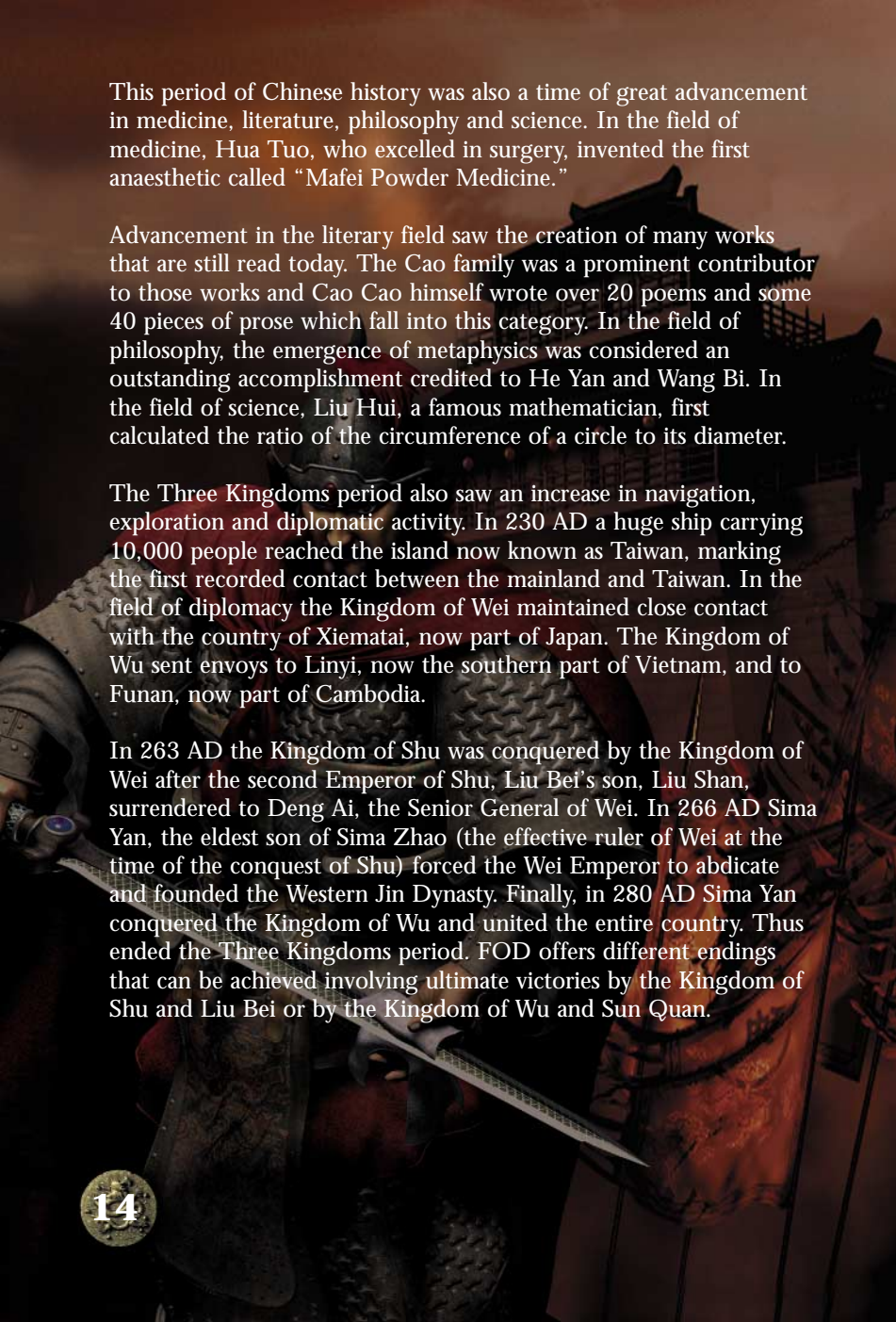
2.4 *The Three Kingdoms Period*

It was in the context of the collapse of the power and authority of the Han Dynasty, which occurred gradually over a 35-year period, that the three kingdoms began to take shape led by the three most prominent heroes of the time: Cao Cao, who established the Kingdom of Wei in the north, Liu Bei, who established the Kingdom of Shu in the west and Sun Quan, who established the Kingdom of Wu in the south. With the exception of Cao Cao, whose son, Cao Pi, declared himself Emperor in 220 AD, each was later to declare himself Emperor.

FOD is set in a period of about 100 years of Chinese history straddling the declining years of the Han Dynasty from around 184 AD to 220 AD as well as the Three Kingdoms period from 220 AD to 280 AD. FOD is based on the famous historical novel *Romance of the Three Kingdoms*, attributed to Luo Guanzhong and written around 1350 AD. This novel is reputedly the second most well-read book after the Holy Bible and is hugely popular in Asia.

Primarily because of the *Romance of the Three Kingdoms* this 100-year period is commonly referred to as the “Three Kingdoms period” even though the actual Three Kingdoms period covered only a 60-year period. This common reference for the Three Kingdoms period is used in the game and this manual.

The Three Kingdoms period is famous in Chinese history not just for the ferocity of the never-ending wars but also for the brilliance of the military strategy employed. Even today businessmen look to the strategies adopted at this time to win commercial advantage.



This period of Chinese history was also a time of great advancement in medicine, literature, philosophy and science. In the field of medicine, Hua Tuo, who excelled in surgery, invented the first anaesthetic called “Mafei Powder Medicine.”

Advancement in the literary field saw the creation of many works that are still read today. The Cao family was a prominent contributor to those works and Cao Cao himself wrote over 20 poems and some 40 pieces of prose which fall into this category. In the field of philosophy, the emergence of metaphysics was considered an outstanding accomplishment credited to He Yan and Wang Bi. In the field of science, Liu Hui, a famous mathematician, first calculated the ratio of the circumference of a circle to its diameter.

The Three Kingdoms period also saw an increase in navigation, exploration and diplomatic activity. In 230 AD a huge ship carrying 10,000 people reached the island now known as Taiwan, marking the first recorded contact between the mainland and Taiwan. In the field of diplomacy the Kingdom of Wei maintained close contact with the country of Xiematai, now part of Japan. The Kingdom of Wu sent envoys to Linyi, now the southern part of Vietnam, and to Funan, now part of Cambodia.

In 263 AD the Kingdom of Shu was conquered by the Kingdom of Wei after the second Emperor of Shu, Liu Bei's son, Liu Shan, surrendered to Deng Ai, the Senior General of Wei. In 266 AD Sima Yan, the eldest son of Sima Zhao (the effective ruler of Wei at the time of the conquest of Shu) forced the Wei Emperor to abdicate and founded the Western Jin Dynasty. Finally, in 280 AD Sima Yan conquered the Kingdom of Wu and united the entire country. Thus ended the Three Kingdoms period. FOD offers different endings that can be achieved involving ultimate victories by the Kingdom of Shu and Liu Bei or by the Kingdom of Wu and Sun Quan.

2.5 *The Three Leading Characters*

The three leading historical figures in the Three Kingdoms period, Cao Cao, Liu Bei and Sun Quan, are the main characters in this game. Here is a brief description of their backgrounds.

CAO CAO

Cao Cao was descended from Cao Can, the Premier in the Western Han Dynasty. Cao Cao was skillful in strategy and adapted himself quickly to changing circumstances. It was said of him: "You are clever enough to govern the world but bad enough to upset it." It was said this prediction gave Cao immense pleasure. At the age of 20, his district recommended Cao Cao for his filial piety and personal integrity. This led to his initial appointment to the court. Cao Cao was known for commanding his troops with very strict discipline. Later he fled back to his hometown when he failed in his attempt to assassinate Dong Zhuo.

At home in Chenliu, Cao Cao enlisted aid and resources to start his own military actions. He then called upon many other powerful lords to combine their strengths against Dong Zhuo. Cao Cao never stopped trying to recruit the most able and virtuous men. He was an expert in judging people's worth and knew how to employ them to the best advantage. He was also a master of military strategy. All this enabled him to have a wealth of talents, elite troops and excellent support for his armies.

Cao Cao's moment came when he was invited by the Han court to rescue the Emperor Xian, who was held hostage in the bitter fighting between Dong Zhuo's generals. He defeated the rebels who were holding the Emperor and then persuaded the Emperor to move the capital to Xuchang. From then on, Cao Cao effectively held the Emperor captive and ruled in his name, giving orders to all the other lords. Cao Cao successively eliminated the lords, Yuan Shao, Ma Teng, Zhang Lu and others. Finally he took complete control of the northern part of China and established the Kingdom of Wei.

LIU BEI

Liu Bei was a member of the imperial family and was known as Imperial Uncle Liu. However, in his childhood he was very poor.

His ambition was to restore the Han court and be known for his humanity and virtue. From the beginning of his military career, when he fought the Yellow Scarves, he experienced many setbacks. On a number of occasions, he almost lost his life.

However, Liu Bei was fortunate in that three very powerful warriors assisted him. His two sworn brothers Guan Yu (Lord Guan, so called because from the Ming Dynasty onwards he was worshipped as the God of War in temples throughout the country), Zhang Fei, Zhao Yun (Zhao Zilong) and Zhuge Liang (Kongming) who was a genius of military strategy and tactics as well as a brilliant administrator and inventor. With the loyal support of these great men, Liu Bei was able to found his Kingdom of Shu in the west of the country.

SUN QUAN

Sun Quan was the second son of Sun Jian, the Governor of Changsha. Sun Jian was killed in a battle against Liu Biao.

With the assistance from Sun Jian's former aides and staff, his eldest son, Sun Ce, destroyed all the minor vassals in the south of the Great River. He intended to occupy the entire Wu area and then the whole realm, but died of a sudden illness when he was only 26.

After Sun Ce's death, Sun Quan took over the estate left by his late father and elder brother. Sun Quan treated worthy men with respect and attracted many talented people to his service. In alliance with Liu Bei, Sun Quan won a stunning victory against Cao Cao at the Major Battle at Red Cliffs. From then on, with the natural barrier of the Great River and by employing just and able rule, he was ultimately able to establish the Kingdom of Wu in the south of China.

3. INSTALLING AND UNINSTALLING

3.1 Installing

Two methods are provided to install FOD:

The FOD installation program runs automatically when the CD is inserted if it detects that the game has not been previously installed and your CD-ROM has autorun activated. Then click on “Install” and finish the installation following the on-screen instructions. You may have to install DirectX and Video Decoder during installation if you do not already have one or both installed on your machine.

If your PC does not have autorun activated, click on “My Computer” and double-click on your CD-ROM drive. This will prompt the autorun. Once on-screen, please follow the instructions.

When the installation is finished, you can click on “Play” on the interface to run the game directly, or you can choose to run the game from the Start menu.

3.2 Uninstalling

To uninstall FOD, open the Start menu, move the cursor through to the Fate of the Dragon folder and then click on “Uninstall.” Then follow the on-screen instructions

Alternatively, open the Start Menu, move the cursor to “Settings,” then “Control Panel.” Double-click on “Add/Remove Programs.” Once here, select “Fate of the Dragon” and then click on the “Add/Remove” button and follow the on-screen instructions.

4. THE MAIN MENU



In the Main Menu, you can start a new game, change the game setup, enter a multi-player game, view the credits or quit the game and return to the Windows desktop.

4.1 Single Player

START A NEW GAME

Click on “Single Player” and you can select “Easy,” “Normal” or “Hard.” Then choose the main character you prefer to play as in the game. Provided you have completed all the missions of any of the warlords in “Hard” mode, the system will add a new difficulty mode of “Nightmare.”

From left to right are the portraits of Liu Bei, Cao Cao and Sun Quan respectively. Left-click on one of the portraits and the picture will highlight. Click on “Start” and your campaign begins.

SELECT CAMPAIGN

You have to complete at least one mission to make this option appear and all the missions you have completed appear in the mission list. After clicking on “Select Campaign,” you can then replay any mission in this list.

LOAD GAME

Here you can load a saved game.

Click on “Cancel” to return.

Click on “Remove” to delete the loaded game.

SKIRMISH

This will allow you to play single-mission scenarios against computer-controlled opponents.

4.2 Multiplayer



You can play Multiplayer FOD over a LAN network, Internet or Serial Interface.

4.2.1 LAN Net Game

HOW TO SET UP A SERVER COMPUTER

Select “Multiplayer” in the Main Menu, input a name and pick your portrait by clicking on your chosen picture. Then choose one of the options: “LAN Connection,” “Serial Interface Connection” or “Internet.” Then click on the “Create Game.”

SETUP USER CIRCUMSTANCES:

Color Select: Select your color.

Country Select: Select the kingdom you want to rule.

Note: If by chance two players select the same country, team and color, then they will command the kingdom together.

Team: Select a team.

SETUP SYSTEM CIRCUMSTANCES:

The following items are all controllable only by the Host Player:

The Quantity and Ranks of AI: Set up the quantity and intelligence of computer-controlled opposition. Variations can be made about the quantity and ranks of cities and the amount of resources available.

Foreign Relations: Select the relationship between kingdoms to “Variable” or “Fixed.”

Select Maps: Select maps according to the landform and the quantity of players.

Initial Resources: Select the amount of resources at the start of the game.

Difficulty Options: Select the degree of difficulty.

Disaster Option: Set natural disasters “On” or “Off.”

Fog Option: Set fog of war “On” or “Off.”

Figure of Buddha: Set figures of Buddha “On” or “Off.” When “On,” repairing the damaged Buddha figures throughout the game will reward you with a bonus.

Limited Troops: Choose whether you will have a maximum limit on the number of troops you can command. This limit will be set at 200 and increases performance on slower PCs.

When you are happy with your choices, select “Start” to start the game. Or choose “Back” to return to the Multiplayer Menu.

HOW TO JOIN IN

In the Main Menu, select “Multiplayer.” Then choose one of the options: “LAN Connection,” “Internet Connection” or “Serial Interface Connection” and select the existing game found by the computer. Now you are ready to “Join in.” To set up user preferences, please refer to the following instructions.

Color Icon: Select your color.

Kingdom: Select the kingdom you want to rule.

Note: If by chance two players select the same kingdom, then they will command the kingdom together.

Team: Select a team.

When all the above settings are finished, you have to wait for the server computer to take you into the game or select “Back” to return to the Multiplayer Menu.

4.3 Options



GAME SPEED AND SCROLL SPEED

There are three game and scroll speed options: “Low,” “Normal” and “High.”

MUSIC VOLUME AND SOUND EFFECTS

Allow you to adjust the volume of the music and sound effects during the game.

DISPLAY RESOLUTION

FOD supports two display modes: “800x600 16 bits” and “1024x768 16 bits.”

ALPHA SETUP

If this option is activated, the game units turn semi-transparent when they are blocked by something. Thus the scene effect is enhanced (fire, Warrior skill, etc.), but the game speed will be affected and may slow down.

BALLOON

If this option is activated, tool tips will appear when you hover over any item with the cursor. Otherwise, tool tips will only appear on the Game Interface.

4.4 Credits

The names of the development team are shown here. For a listing of names, please see “Credits” at the end of this manual.

4.5 Quit Game

This option returns you to the Windows desktop.

5. THE GAME INTERFACE



5.1 Control Panel

1. The city map displays the landscape of the selected city.
2. The cities list allows you to switch between cities by clicking on the available buttons. Keep the cursor on the button for a moment and a tool tip will show you the name of the city.
3. The target information area shows the various attributes of the selected targets. In case of non-selection, the information of your kingdom will be shown in this area.
4. This area will show a group of command icons for the selected target.








5. The territory map displays the landscape of the whole territory.
6. A time icon will show you the season. The three stages of the hourglass on the right represent the three months of the season.
7. Left-click on the icon to show the kingdom information.

5.2 Info Panel

CITY INFO PANEL




When the main view focuses on a city, the City Info Panel will be shown on the top as follows:

1. Click on  and then open the Menu Interface of the game. See section 5.3 for the details of the Menu Interface.
2.  + number represents the population of the city.
3.  + number represents the number of laborers in the city and the maximum number permitted by the available housing in the city.
4. Click on  and open the Online Help. See section 5.4 for details.
5.  + number represents how much gold you have.
6. Click on  to check the disaster status of the city. See section 6.6 for details.
7. Click on  to open the Table of Resources of the city. See section 6.3 for details.

KINGDOM INFO PANEL



When the main view focuses on the territory map, the Kingdom Info Panel will be shown as follows:

1. Click on  to open the Menu Interface. See section 5.3 below for details.
2. The mission title.
3. Click on  to open the Online Help. See section 5.4 for details.
4.  + number represents how much gold you have.

5.3 The Menu Interface



When in the game, clicking on the “Menu Interface” button or pressing the Esc key will access the Menu Interface. Here you can save your game, load a previously saved game and check the mission objectives. You can also modify some game options, restart, resume the present mission or exit to the Main Menu.

5.4 In-Game Help Interface



Click on the “In-Game Help” button or press the F1 key to display the help box.

There are four types of help: “Production,” “Military Affairs,” “Administrative Affairs” and “Game Operation.” Click on the yellow arrows in the two corners at the bottom of the screen to scroll through the text.

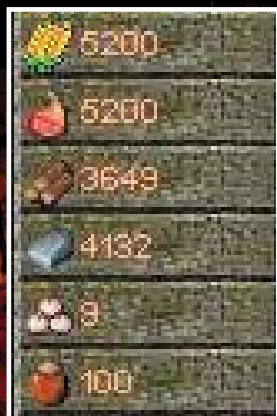
5.5 Check Interface



In the game there are the information buttons for warriors, science items and sacrifice. Click on the buttons and you will see the relevant historical information.

Click on the yellow arrows in the two corners at the bottom of the screen to scroll through the text.

5.6 Material Resources Info



Click on the “Table of Resources” button in the upper right corner of the city map to see the list of resources the city currently has.

5.7 Disaster Info



	52 / 160
	52 / 120
	52 / 80
	52 / 80
	52 / 120
	52 / 120
	52 / 200
	52 / 160



Click on the “Disaster Info” button to see a list of disasters. The numbers show the city’s disaster situation. The left number gives info on how long the city has been in a state of disaster and the right number gives the maximum period of time the disaster will continue.

6. HOW TO START A NEW GAME

6.1 Basic Operation

HOW TO MOVE

Click on an image to select a character or a piece of equipment. Right-click on the map or on a point in the map window and the unit will move to the place selected if possible.

HOW TO SWITCH BETWEEN DIFFERENT SCENE MAPS

On the bottom of the game interface are two map windows. The right one displays the territory map, while the left one shows the city map. To the right of the city map there can be a number of city icons. Click on them to switch between the cities you have under your control or enemy cities you have encountered. Double-click on the landmark building of the city in the territory map to enter the relevant city scene.

HOW TO MOVE BETWEEN MAPS

Choose a movable unit and the selected unit or group of units will be displayed as white dots in the two map windows. Right-click on the map window or a place in the main view and the selected unit or group of units will move to the target position.

HOW TO MAKE AND SELECT A GROUP

First choose the movable units, then press Ctrl + a number key to form a group. To select a group, you can either press the number keys accordingly, or click on the numbered buttons at the bottom of the main view. The grouped units can be selected quickly by pressing Alt + a number key. This allows you not only to select a certain group but also to show them in the main view.

HOW TO GET HELP



You can get help by clicking the “In-Game Help” button or pressing the F1 key to open the Help window.

HOW TO GAIN A SYSTEM BONUS

In FOD, if you can search maps quickly you will find figures of Buddha or heads of the figures of the Buddha. They are scattered around the various maps. Laborers can be sent out to pick up the heads in order to repair the damaged figures of Buddha. You will then be awarded with a bonus, which could be several horses or a team of laborers.

HOW TO OCCUPY A COUNTY TOWN

The county towns in the territory map will pay taxes to their occupiers, which is one of the main sources of gold in the game. You can send out troops to enter and occupy the non-occupied county towns. In order to capture a county town occupied by the enemy you need to attack it and reduce its health power to a certain level.

6.2 Administrative Management

Administrative Management includes not only the arrangement of production, the enlisting of warriors and laborers, and warfare preparations, but also the conduct of diplomacy, the research of science and sacrifice activities.

Many sorts of disasters may occur during the game that can cause various types of damage. But the effect of the disaster may be decreased if you perform a sacrifice or provide relief to the victims in the stricken areas. You can also enhance the fate of your kingdom by performing sacrifices to reduce the frequency of disaster. In addition, the research of certain types of science can prevent some disasters from occurring. When a disaster occurs, the Request Relief screen will pop up. You can then make your decision to provide relief or not.

Gold is one of the most important resources in the game and is collected by taxation. The population and the tax rate determine the amount of gold you receive. However, a suitable tax rate must be put into place because a tax rate set too high may slow the increase of population or even result in a fall in population.

You also need to spend gold on enlisting warriors. The higher the warriors' ranks, the more gold they require. The amount of gold is determined by the warriors' rank and your reputation.

Morale of the city, public security and population are all factors which have an affect on each other. To keep increasing your population, you will need to balance all these factors.

You need to award an appropriate title to a warrior to keep him loyal or pay him a certain amount of gold to increase his loyalty. The warrior's loyalty will not only affect his efficiency, but a reduction in loyalty may even result in the warrior's surrender. (See section 10.3 for more information.)

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A warrior can be appointed Administrative Affairs Officer, Public Security Officer, Science Officer or Sacrifice Officer. Only after warriors have been appointed to these positions can you conduct diplomacy, develop advanced science and perform national sacrifices.

HOW TO RECRUIT LABORERS AND WARRIORS

Click on the ceremonial arch and select the “Recruit” button. Then the enlisting of laborers begins, but the number of houses limits the amount recruited.

When the lantern at the inn gate is lit, there is at least one available warrior in the inn. Click on the inn and select the warrior’s portrait to check the warrior’s statistics. Click the “Recruit” button to hire him if you wish to do so. Cost of recruitment varies depending on the different abilities of the warriors and your own reputation.

6.3 Production





TYPES AND FUNCTIONS OF RESOURCES

Resources are divided into three types: raw materials, products and gold. They can be obtained through production and collection, processing and trade respectively.

Raw materials include corn, raw meat, timber and iron. Products include food and wine, which are the main supplies for troops. The more laborers at work in a building, the more quickly the resource will be produced.

Gold can be obtained through trade or the collection of taxes. It is used mainly for scientific research, diplomacy, the enlisting of warriors, the training of soldiers and the production of war equipment.

All the resources are stored in storehouses and if necessary can be transported between cities by laborers. However, gold is held at the national level and can be used freely and does not need to be transported.

RESOURCES	HOW TO GET	FUNCTION	EXPLANATION
Corn 	Cultivated on farms by laborers.	For enlisting laborers, processing food/wine, sacrifice, raising pigs and horses, and trade and science research	Raw materials: city-level.
Raw Meat 	Raised on farms by laborers.	For processing food, sacrifice, raising pigs, and trade and science research	Raw materials: city-level.
Timber 	Collected by laborers.	For building construction, armaments production, the research of science and trade.	Raw materials: city-level.
Iron 	Mined by laborers.	For building construction, armaments production, the research of science and trade.	Raw materials: city-level.
Food 	With corn and raw meat processed in workshops.	For troops' consumption and sacrifice.	Products: city-level.
Wine 	With corn processed in workshops.	For troops' consumption, sacrifice, research and trade.	Products: city-level.
Gold 	Gained by trade or taxation.	For warriors' enlistment, diplomacy, trade, research of science, the training of soldiers and armaments production.	Materials: kingdom-level.

HOW TO CONSTRUCT BUILDINGS

Click on laborers and select the “Build” option. In the building list, choose the building you want to construct and then select a place on the map to commence building.

When the cursor is at rest on a certain building icon, you will see information such as the building’s name and its construction cost.

When you have insufficient resources, the buildings that cannot be built will appear in grey.

HOW TO COLLECT, PRODUCE AND STORE RESOURCES

Select a laborer and right click on a tree or mine.

To collect corn and raw meat, Place laborers in a farm and direct them to plant corn or rear pigs on the farm. Toggling the laborer icon in the farm does this.

To collect food and wine, place laborers in a workshop and direct them to make food or wine in the workshop.

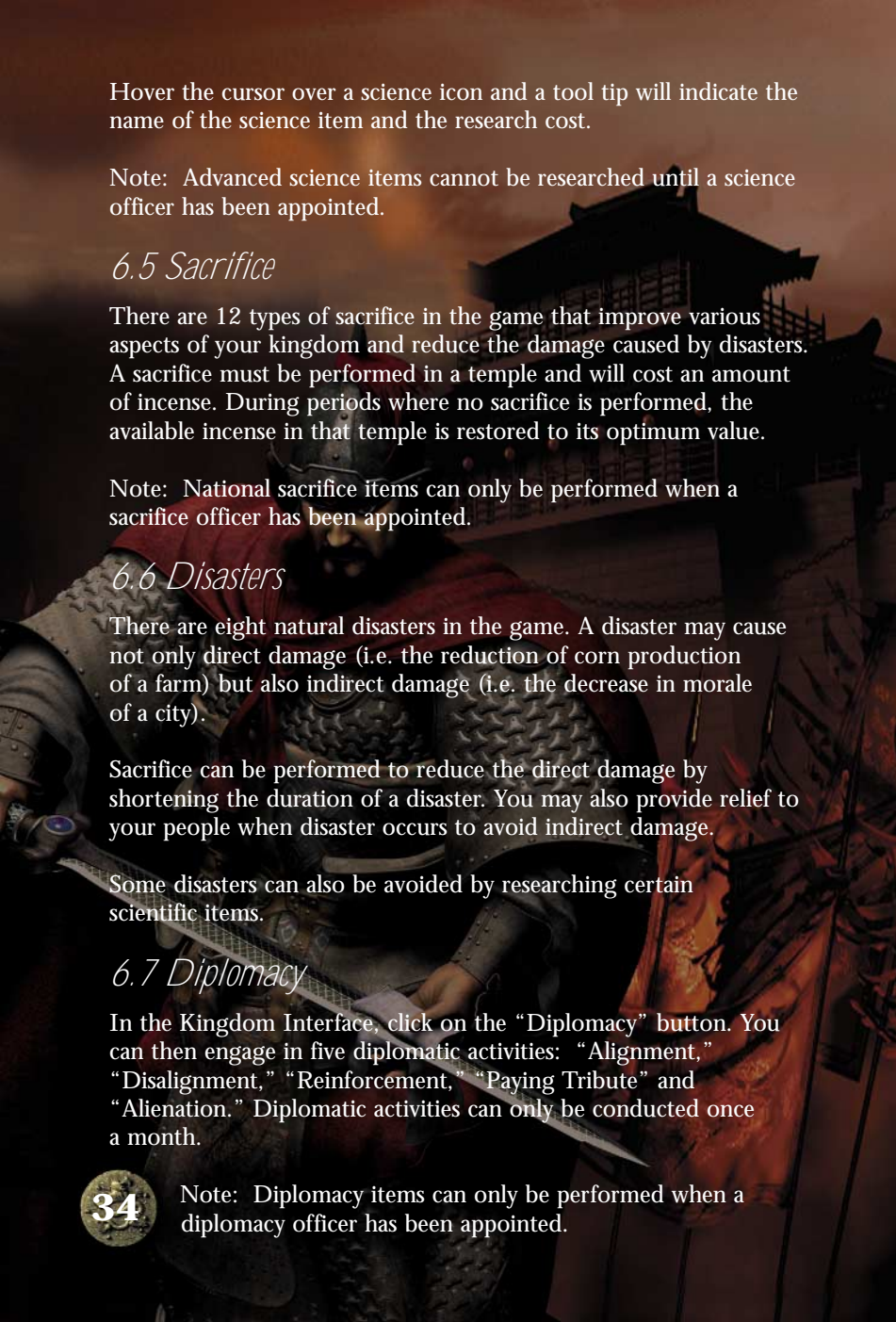
Except for gold, all resources are stored in storehouses and at the ceremonial arch. If you build storehouses near the collecting and production targets or send out more laborers, you will obtain resources at a far quicker pace.

6.4 Science

Around 100 scientific enhancements and items reflecting many aspects of the culture of the Three Kingdoms period are featured in the game. These items can be used to improve the various attributes of production and warfare.

HOW TO DO RESEARCH

First build a National Academy and choose one of the four types of science. Select a science item to research.



Hover the cursor over a science icon and a tool tip will indicate the name of the science item and the research cost.

Note: Advanced science items cannot be researched until a science officer has been appointed.

6.5 Sacrifice

There are 12 types of sacrifice in the game that improve various aspects of your kingdom and reduce the damage caused by disasters. A sacrifice must be performed in a temple and will cost an amount of incense. During periods where no sacrifice is performed, the available incense in that temple is restored to its optimum value.

Note: National sacrifice items can only be performed when a sacrifice officer has been appointed.

6.6 Disasters

There are eight natural disasters in the game. A disaster may cause not only direct damage (i.e. the reduction of corn production of a farm) but also indirect damage (i.e. the decrease in morale of a city).

Sacrifice can be performed to reduce the direct damage by shortening the duration of a disaster. You may also provide relief to your people when disaster occurs to avoid indirect damage.

Some disasters can also be avoided by researching certain scientific items.

6.7 Diplomacy

In the Kingdom Interface, click on the “Diplomacy” button. You can then engage in five diplomatic activities: “Alignment,” “Disalignment,” “Reinforcement,” “Paying Tribute” and “Alienation.” Diplomatic activities can only be conducted once a month.

6.8 Trade

After a market is erected, a merchant will visit it once a month. You can trade with him for gold and other resources. You can attack the merchant and steal his goods and horses if you wish, but it will dramatically decrease your reputation and other merchants will not visit your cities for a long period.

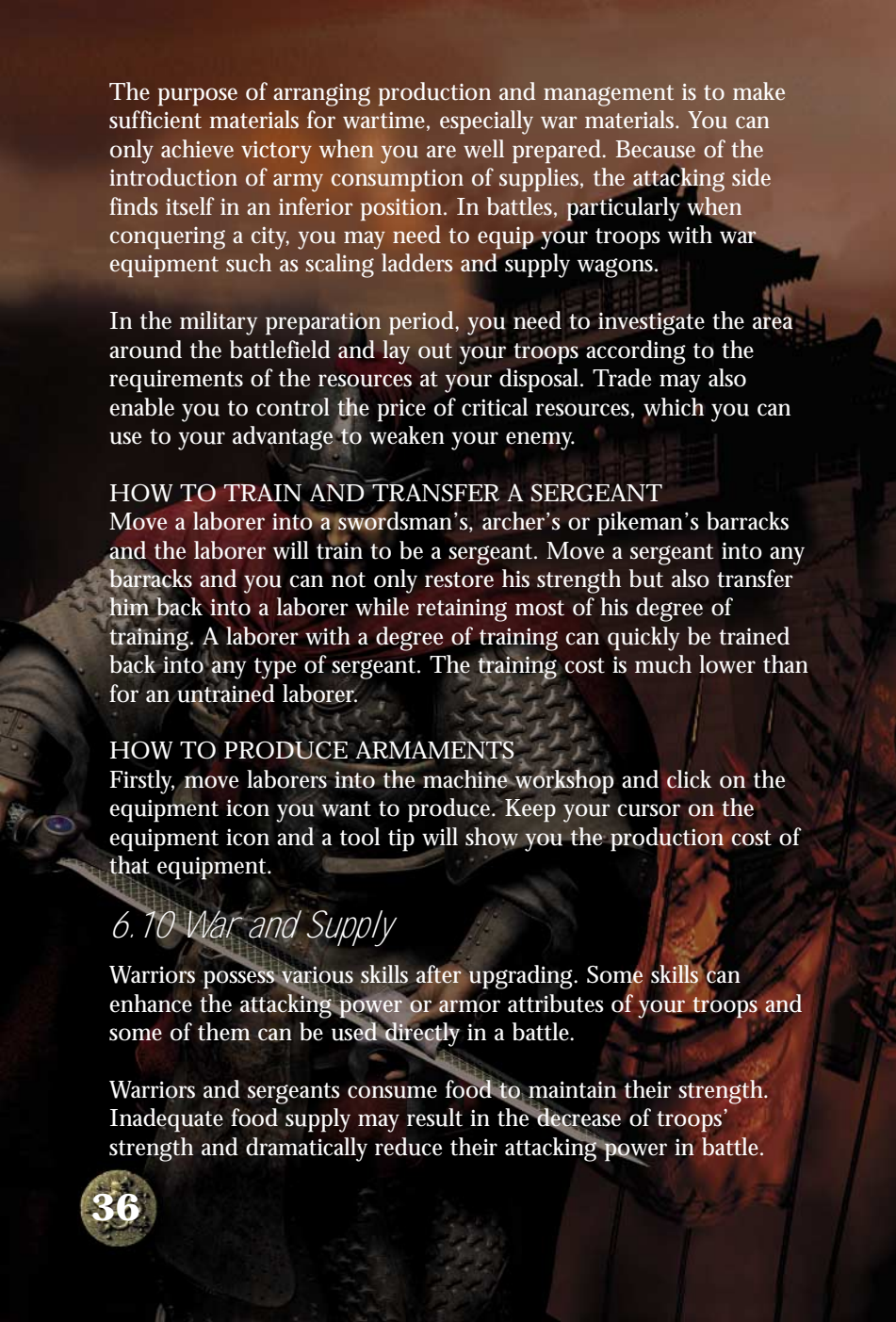
6.9 Military Preparation

While developing your kingdom, you can build an inn to recruit the heroes. Warriors are extremely important and should not be ignored, particularly in relation to kingdom management and battle situations. The price of recruitment is related to the rank of the warrior and your reputation.

During fighting and management, warriors will gain experience and their level may upgrade. The higher the warrior's level, the more skills and abilities he has. These skills will dramatically enhance your fighting power and enrich tactics in battle.

There are four types of behavioral stance: "Aggressive," "Defensive," "Hold Position" and "Rest." "Aggressive" stance causes your unit to attack the enemy on sight, and continue attacking and even chase the enemy unit until it has been killed or the unit itself is dead. "Defensive" stance causes your unit to attack the enemy on sight and continue attacking and chasing the enemy for a certain distance before returning to its starting position. "Hold Position" stance causes the unit to stand in one place and attack enemy units within range. The unit will fall back if being attacked by something with a greater range. "Rest" stance causes your unit to wait until attacked before retaliating.

Laborers are one of the most important factors in the game. They not only can be used in resource collection and material production, but also can be trained to be sergeants. The capacity of houses limits the maximum number of laborers that can be recruited in the city.



The purpose of arranging production and management is to make sufficient materials for wartime, especially war materials. You can only achieve victory when you are well prepared. Because of the introduction of army consumption of supplies, the attacking side finds itself in an inferior position. In battles, particularly when conquering a city, you may need to equip your troops with war equipment such as scaling ladders and supply wagons.

In the military preparation period, you need to investigate the area around the battlefield and lay out your troops according to the requirements of the resources at your disposal. Trade may also enable you to control the price of critical resources, which you can use to your advantage to weaken your enemy.

HOW TO TRAIN AND TRANSFER A SERGEANT

Move a laborer into a swordsman's, archer's or pikeman's barracks and the laborer will train to be a sergeant. Move a sergeant into any barracks and you can not only restore his strength but also transfer him back into a laborer while retaining most of his degree of training. A laborer with a degree of training can quickly be trained back into any type of sergeant. The training cost is much lower than for an untrained laborer.

HOW TO PRODUCE ARMAMENTS

Firstly, move laborers into the machine workshop and click on the equipment icon you want to produce. Keep your cursor on the equipment icon and a tool tip will show you the production cost of that equipment.

6.10 War and Supply

Warriors possess various skills after upgrading. Some skills can enhance the attacking power or armor attributes of your troops and some of them can be used directly in a battle.

Warriors and sergeants consume food to maintain their strength. Inadequate food supply may result in the decrease of troops' strength and dramatically reduce their attacking power in battle.

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If your troops remain in a state of hunger for a long period they will also lose their degree of training, which can only be restored at the barracks in your city. The troops stationed inside their own city will automatically consume food stored in the city. When they are stationed outside the city or are engaged in battle, they must rely on camps set up with support wagons for food to recover strength and health power. So, both during military preparation and in battle, you must pay attention to the storage of food and military supplies.

Infantry will be converted to cavalry once they capture a horse. Vice versa, cavalry will be converted to infantry when they lose their horses or dismount.

Cavalry have to dismount from their horses when they are climbing the scaling ladder. Armaments of scaling ladders, stone-launching wagons and malefic kites can be employed when attacking an enemy's city. Respectively, they are used in climbing the rampart, breaking through the city gate and carrying troops over the rampart to enter the enemy's city. A city gate can be destroyed and can only be repaired by laborers who then allow it to be opened and closed.

HOW TO TRANSPORT RESOURCES

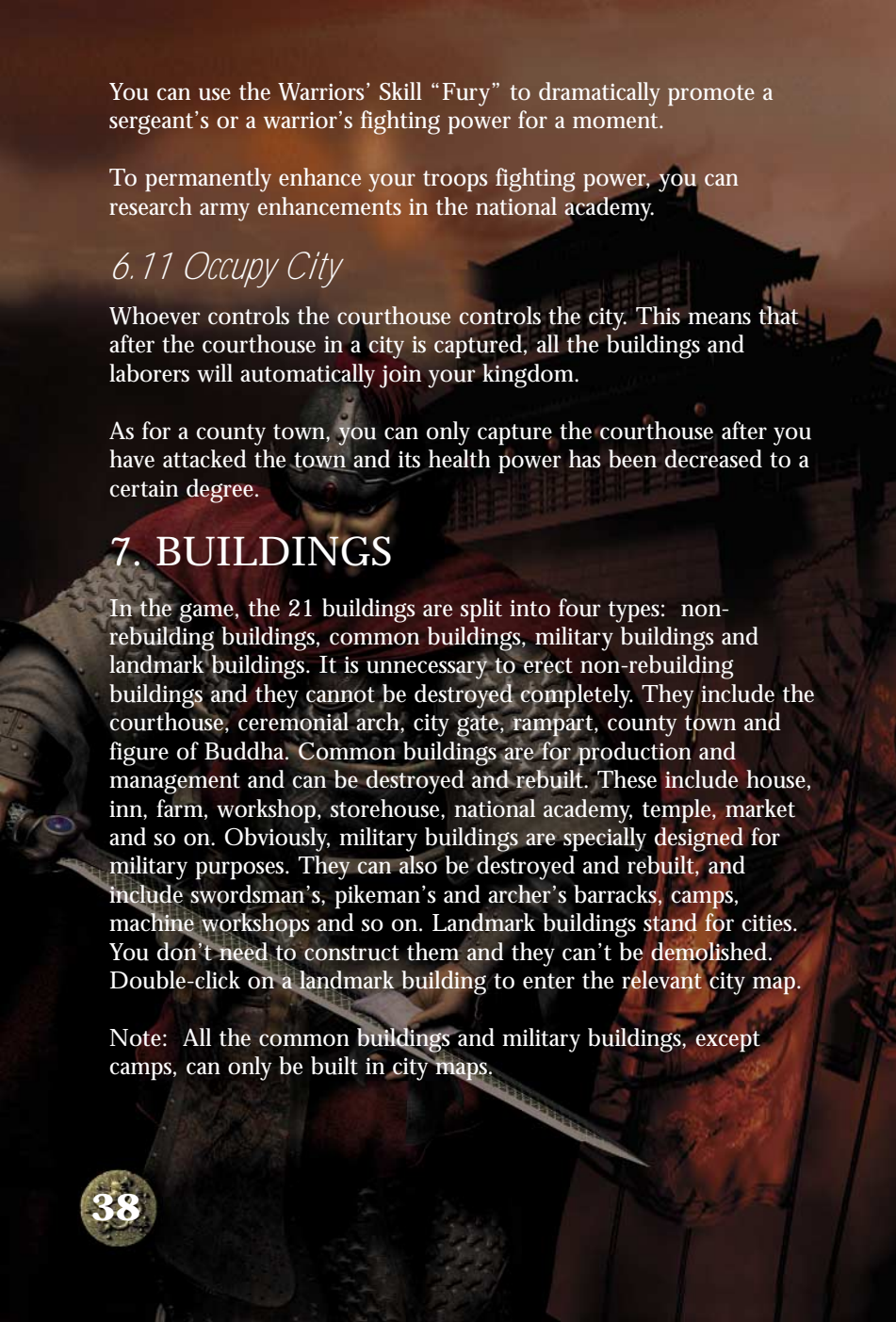
Select a laborer and click on the "Transport" button to direct that laborer to transport a certain amount of resources to the target city, camp or support wagon. Equipped with horses, laborers will transport much more efficiently.

HOW TO RECOVER STRENGTH AND HEALTH POWER

Inside your city, the strength and health power of your troops will be restored with the supply of food and wine. You can also move your troops into a camp outside your city to restore their strength and health power while food and wine are supplied.

HOW TO BOOST FIGHTING POWER

The strength of your troops is critically important for their fighting power. Once their strength has deteriorated, their attacking action will obviously slow down. Furthermore, it will also cause a reduction in training degree if sergeants are short of strength for a long period. In this case, the sergeants can only restore their training degree by returning to the barracks.



You can use the Warriors' Skill "Fury" to dramatically promote a sergeant's or a warrior's fighting power for a moment.

To permanently enhance your troops fighting power, you can research army enhancements in the national academy.

6.11 Occupy City

Whoever controls the courthouse controls the city. This means that after the courthouse in a city is captured, all the buildings and laborers will automatically join your kingdom.

As for a county town, you can only capture the courthouse after you have attacked the town and its health power has been decreased to a certain degree.

7. BUILDINGS

In the game, the 21 buildings are split into four types: non-rebuilding buildings, common buildings, military buildings and landmark buildings. It is unnecessary to erect non-rebuilding buildings and they cannot be destroyed completely. They include the courthouse, ceremonial arch, city gate, rampart, county town and figure of Buddha. Common buildings are for production and management and can be destroyed and rebuilt. These include house, inn, farm, workshop, storehouse, national academy, temple, market and so on. Obviously, military buildings are specially designed for military purposes. They can also be destroyed and rebuilt, and include swordsman's, pikeman's and archer's barracks, camps, machine workshops and so on. Landmark buildings stand for cities. You don't need to construct them and they can't be demolished. Double-click on a landmark building to enter the relevant city map.

Note: All the common buildings and military buildings, except camps, can only be built in city maps.

KINGDOM INTERFACE

The rulers' names, fate of kingdoms, the quantity of warriors and sergeants are all displayed in the Kingdom Interface. Here you can assign officers, conduct diplomacy, award warriors, etc.

7.1 Indestructible Buildings

COURTHOUSE



The courthouse is the administrative center of a city. You can adjust the tax rate of the city here. The city's information, such as morale, public security, tax rate and so on are also displayed in the courthouse interface.



INTERFACE INFO:

Tax Rate Adjustment: Adjusts the tax rate of the city.

CEREMONIAL ARCH



The ceremonial arch is used to recruit laborers in the city.



INTERFACE INFO:

Recruitment: Recruit laborers in the city.

Note: Re-click on this icon to recruit more laborers. When the number recruited reaches 10, an extra click will activate a continuous recruit feature.

Set Rally Point: Specifies where laborers walk to on completion of spawning.



CITY GATE



The city gate is the only access to the outside world. You can open, close, lock and unlock it. Note: The city gate has its own health power. When the health power is reduced to a certain degree, it will be broken and cannot be closed before laborers repair it.



INTERFACE INFO:

Lock Gate: to lock City Gate

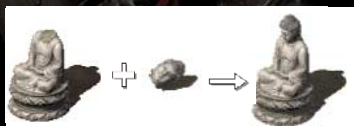


Unlock Gate: to unlock City Gate

RAMPART

A rampart is a solid wall that protects the city. The troops inside the city can climb the rampart directly and fight to defend the city, while the fighting units outside the city can only rely on a scaling ladder to climb the wall or use a malefic kite to fly over the rampart and into the city.

FIGURE OF BUDDHA



Figures of Buddha are scattered in the city and territory maps. Laborers can be sent out to gather the figures' heads, also scattered throughout the maps, and use them to repair the damaged figures. Once a figure is repaired, you will receive a bonus.

COUNTY TOWNS



County towns are buildings scattered around territory maps. These towns will pay tax to their occupants. You can send troops to enter all the free county towns. You can also send fighting units to conquer those towns that have been occupied by the enemy. Your troops will need to fight to decrease the health power of these towns in order to occupy them.



INTERFACE INFO:

Tax Rate Adjustment: Adjusts the tax rate of the city.

7.2 Basic Buildings

HOUSE



Laborers reside in these houses. The capacity of the houses determines how many laborers can be recruited in the city. Houses can only be built inside the city.



INTERFACE INFO:

Destroy: Removes the building.

Applicable to all buildings that can be removed.

INN



In inns you can employ the heroes who are out-of-office in the city. Establishing more inns will increase the probability of your hiring those heroes successfully. Inns can only be constructed in the city.



INTERFACE INFO:

Recruitment: Select a hero's portrait and click "OK" to hire the hero you selected. The cost of the recruitment will also be shown in the interface.

Note: You can only recruit once a month.

FARM



The farm is where corn and raw meat are produced. No more than five laborers are allowed to work at the farm at the same time. Some space should be left unoccupied around the farm for the establishment of pig sties and corn fields. After the harvest, all the corn and raw meat are carried to storehouses or ceremonial arches by laborers.



INTERFACE INFO:

Click on a laborer icon to assign laborers work.

Farmer: Assign laborers to farm and produce corn.

Swineherd: Assign laborers to feed pigs and produce raw meat.

Idle: Makes laborers return to the farm to take a rest.

Dismiss: Dismisses laborers from their job and removes them from the farm.

WORKSHOP



The workshop is where food and wine are produced. All these products are stored in storehouses. Before the production starts, some laborers must be sent to enter the workshop and be assigned to their specific work. The maximum number of laborers is five.



INTERFACE INFO:

Click on a laborer icon to assign laborers work.

Cook: Assigns laborers to produce food.

Wine Maker: Assigns laborers to produce wine.

Idle: Makes laborers return to the workshop to take a rest.

Dismiss: Dismisses laborers from their job and removes them from the workshop.

STOREHOUSE



The storehouse stores all resources except gold. Materials are transported to the storehouses from their production points. Laborers who are in charge of military supplies will fetch the materials from the storehouses. These materials will then be transferred from the storehouses in one city to the storehouses in another.

INTERFACE INFO:

You can check the information of all the resources in storage in this interface.

NATIONAL ACADEMY



About 100 science items are pooled in the national academy. The research of these science items enables you to gain the technology to produce equipment or to upgrade the attributes of fighting units and buildings. The national academies are divided into three ranks. After the upgrading of the national academy and the assignment of a science officer, you can research more advanced science items. The science officer's ability determines the speed of the research.

INTERFACE INFO:

The research work includes



Production Enhancement: Increases production ability.



Army Enhancement: Boosts troops' attributes.



Armament Enhancement: Enhances armaments' attributes.



Advanced Armament: Researches new armaments.



Upgrade National Academy: Upgrades the national academy.

TEMPLE



The temple is where you can perform a sacrifice to heaven and earth and a variety of gods. Through sacrifice activities, you can enhance the fate of your kingdom, affect some game factors and reduce the damage caused by disasters.



INTERFACE INFO:

Civilian Sacrifice: Civilian sacrifice includes: "Sacrifice and Pray for Rain," "Sacrifice to God of Land," "Sacrifice in Suburbs," "Sacrifice to Five Sacred Mountains," "Sacrifice to Confucius" and "Sacrifice to God of Everything."

National Sacrifice: National sacrifice includes: "Sacrifice to Flags," "Sacrifice to Silkworm God," "Sacrifice to God of Agriculture," "Hummock Ceremony," "Fate of the Kingdom Sacrifice" and "Sacrifice to God of Match-Making."

Note: National sacrifice can only be performed after the assignment of a sacrifice officer.



MARKET



The market is where you engage in trade with independent merchants. Through trade, you can buy and sell materials for gold or other materials you need. A merchant is an independent unit that doesn't belong to any side. He will visit the market regularly. Attacking the merchant may result in a dramatic reduction of the attacker's reputation and morale. Moreover, other merchants will not visit the attacker's city for a very long period. Each trade will result in a change in prices. You can utilize trade to control the variation of prices in the market.



INTERFACE INFO:

Buy in: Buys resources from merchant.

Sell out: Sells resources to merchant for gold.



7.3 Military Buildings

7.3.1 BARRACKS

Barracks are where laborers can be trained to sergeant level, and at the same time sergeants can be transferred back to laborers with most of their degree of training remaining. Barracks can only be erected inside the city.

SWORDSMAN'S BARRACKS



This is where laborers are trained to be swordsmen.



INTERFACE INFO:

Rally Point: Sets the rally position for the laborers and swordsmen exiting the barracks.



Transfer: Transfers sergeants in the barracks back into laborers.



All Exit Barracks: Makes all the sergeants exit the barracks.



Exit Barracks: Makes the selected sergeant exit the barracks.



Cancel Training: Click on the sergeant icon to cancel training and direct laborer to exit the barracks.

Note: Hold the cursor on the trainee swordsman's icon and a tool tip will indicate the cost of training.

PIKEMAN'S BARRACKS



This is where laborers are trained to be pikemen.

INTERFACE INFO:

Same as swordsman's barracks.

ARCHER'S BARRACKS



This is where laborers are trained to be archers.

INTERFACE INFO:

Same as swordsman's barracks.

CAMP



This is where troops stationed outside cities and fighting against the enemy can rest and replenish their health. Troops can regain their strength and health power when they enter, provided the camp has enough food and wine. A camp is converted from a support wagon. Laborers can be sent to transport food and wine to the camp

INTERFACE INFO:



All Exit Camp: Makes all the troops exit the camp.



Exit Camp: Makes a unit or a group of units exit the camp.

STABLE



This is where horses are raised. After the establishment of a stable, laborers can be assigned to it to raise horses. The production speed of horses is related to the number of laborers in the stable. Horses can be employed in fighting and in the transportation of materials. Stables can only be built in the city.

INTERFACE INFO:



Rally Point: Sets horses' rally position.



Feeding: Raises a horse. Re-click on this icon to raise more horses. When the number of horses fed reaches 10, an extra click will activate a continuous feeding feature.

Note: Hover the cursor over the horse's icon to see a tool-tip on the cost of feeding a horse.



Dismiss: Dismisses laborers from their job and direct them to exit the stable.

MACHINE WORKSHOP



This is where armaments are produced. After a machine workshop is built, laborers can be sent into it and weapon production can begin. Production speed is determined by the quantity of laborers. The support wagon and scaling ladder are default production items in the machine workshop. Other armaments will need to be researched in the national academy.

INTERFACE INFO:



Rally Point: Sets the rally position for armaments produced.



Scaling Ladder: Produces a scaling ladder.



Support Wagon: Produces a support wagon.



Stone-Launching Wagon: Produces a stone-launching wagon.



Three-Arrow Bow: Produces a three-arrow bow.



Kongming Lantern: Produces a Kongming lantern.



Malefic Kite: Produces a malefic kite.



Thunder Wagon: Produces a thunder wagon.



Dismiss: Dismisses laborers from their job and directs them to leave the Machine Workshop.

Note: Hover the cursor over the armament icon to see a tool-tip on production cost.

DOCKYARD



This is where boats are produced to meet the needs of sea warfare. After a dockyard has been built, a jetty should be erected on the bank and some laborers sent to it to commence production. The production speed is related to the quantity of the laborers in the dockyard. The jetty must be located on the bank. You can make the jetty a rally point at which all the finished boats will gather. The production of sampans (small boats capable of transporting 10 units) can be conducted without any research. However, junks (larger boats capable of transporting 20 units) must be researched before production can begin.

INTERFACE INFO: Construction Orders Include:



Jetty: Builds a jetty; this must be built by the water.



Sampan: Produces a sampan.



Junk: Produces a junk.



Dismiss: Dismisses laborers from their job and directs them to exit the dockyard.

JETTY



This is where ships are observed to be in the process of building.



INTERFACE INFO:

Set Rally Point: Sets where ships move to when construction is finished.



Switch to Dockyard: Moves screen to focus on dockyard.

7.4 Landmark Buildings

Your units can go through the city landmark building directly. But if you move the cursor over the landmark building, an animated hand will indicate that you may move your units into the city map directly.

CITY LANDMARK BUILDING



On the territory map, each city landmark building represents a city that is in turn connected to a city map. Click on a city landmark building to get information on the city. Double-click on the building and you will enter the city map.



INTERFACE INFO:

Enter: Allows you to change the main view from the territory map to the designated city map.

PASS LANDMARK



The pass landmark building on the map is more often than not the only gateway allowing access to the city itself. In order to attack the enemy, you must destroy the pass gate.



INTERFACE INFO:

Lock Gate: Locks the gate.



Unlock Gate: Unlocks the gate.

7.5 The Expense and Relationship of Buildings

Grades	Titles	Conditions	Gold	Timber	Iron
1	House	None	0	50	0
1	Storehouse	None	20	40	0
1	Farm	None	25	70	0
1	Workshop	Farm	45	120	40
1	Swordsman's Barracks	None	60	100	50
1	National Academy	Workshop	55	300	10
1	Machine Workshop	National Academy	80	100	140
2	Inn	House	80	90	40
2	Stable	Farm	100	200	60
2	Dockyard	Machine Workshop	90	300	90
2	Archer's Barracks	Swordsman's Barracks	75	200	80
2	Pikeman's Barracks	Swordsman's Barracks	80	100	100
2	Temple	Inn	150	200	100
3	Market	National Academy	300	200	150

Note: The grades reflect the level to which the national academy must be upgraded.

8. KINGDOM INTERFACE

The rulers' names, fate of the kingdom, and the quantity of warriors and sergeants are all displayed in the Kingdom Interface. Here you can assign officers, conduct diplomacy, award warriors, etc. To do that, click on the office of the warrior you want to assign, then choose the warrior from the list.

Details for Kingdom Interface:



Assignment: Four types of officers can be assigned:



Administrative Affairs Officer



Science Officer



Sacrifice Officer



Public Security Officer



Diplomacy: After the assignment of Administrative Affairs Officers, the following five Diplomatic Activities can be conducted:



Alignment



Disalignment



Reinforcement



Paying Tribute



Alienating



Foreign Relations: Checks relationships between kingdoms.



Reward: Rewards warriors to boost their loyalty.



Warriors' Info: Checks your warriors' attributes. Click on the "Warriors' Info" button on the Kingdom Interface. This will open a list of all the warriors under your command. You can then choose to select and switch view to that warrior by clicking on his portrait.

9. EQUIPMENT

SUPPORT WAGON



Support wagons can be used to transport food and transform into a camp to act as a base for the armies stationed outside the cities. Laborers can be sent to rendezvous with wagons to supply food and wine. Troops will regain their strength and some of their health power when they enter the camp.

Production Facility: Machine Workshop

Relevant Science: None



INTERFACE INFO:

Stop: Stops the support wagon.



Camp: Converts support wagon to a camp.

SCALING LADDER



The scaling ladder was a traditional armament used to climb ramparts in ancient China. In the game, with the scaling ladder, your troops can climb the ramparts to attack the enemy.

Production Facility: Machine Workshop

Relevant Science: None



INTERFACE INFO:

Pack-up: Moves scaling ladder from rampart.

STONE-LAUNCHING WAGON



A stone-launching wagon can be used as a long-distance fighting unit to destroy the enemy and cause massive damage to their buildings.

Production Facility: Machine Workshop

Relevant Science: Stone-Launching Wagon



INTERFACE INFO:

Stop: Stops the stone-launching wagon.

THREE ARROW BOW



Production Facility: Machine Workshop

Relevant Science: Three-Arrow Bow

INTERFACE INFO:



Stop Icon: Stops the three-arrow bow.

KONGMING WAGON



Legend has it that Kongming invented the Kongming lantern in the Three Kingdoms period to communicate military information. The Kongming wagon can move, produce and launch Kongming lanterns.

Production Facility: Machine Workshop

INTERFACE INFO:



Stop: Stops the Kongming wagon.



Launch: Launches Kongming lanterns.

MALEFIC KITE



A Malefic kite is an attacking device designed to break through the enemy's line of defense. Using the Malefic kite, infantry can be transported over the enemy's rampart and into the city to attack. A Malefic kite can be employed to carry two troops at a time to kill enemy's laborers and thus make it difficult to continue production.

Production Facility: Machine Workshop

Relevant Science: Malefic Kite

INTERFACE INFO:



Stop: Stops the Malefic kite.



Launch: Launches the Malefic kite.



Rotate: Turns the Malefic kite 45 degrees.



All the Same Direction: Makes multiple Malefic kites face the same direction.

THUNDER WAGON



Thunder wagon is an enhanced version of the stone-launching wagon and is the most powerful attacking war machine.

Production Facility: Machine Workshop
Relevant Science: Thunder Wagon



INTERFACE INFO:

Stop: Stops the thunder wagon.

SAMPAN



Sampans can sail in shallow water as well as deep water. They are used to transport units.

Maximum Capacity: 10 units
Production Facility: Dockyard
Relevant Science: None



INTERFACE INFO:

Stop: Stops the sampan.



Unload All: Orders all the units in the sampan to disembark.



Unload: Orders selected units in the sampan to disembark.

JUNK



Junks can only sail in deep water. Like sampans, junks are used to transport units.

Maximum Capacity: 20 units
Production Facility: Dockyard
Relevant Science: Junk



INTERFACE INFO:

Stop: Stops the junk.



Unload All: Orders all the units in the junk to disembark.



Unload: Orders selected units in the junk to disembark.

10. HOT KEYS

10.1 Space Bar

Press the Spacebar to pause the game. This will allow you to use the general's spells and plan the movements and attacks of your sergeants. Pressing the Spacebar again will resume the game and your planning will take effect.

10.2 Hot Keys for Warriors' Skill

Key	Warriors' Skill
X	Enter the Warriors' Skill Interface
V	Fortify
S	Strength
F	Fury
E	Heal
A	Afterlife
C	Fire Cast
T	Lay Trap
L	Leech Life
D	Spirit Drain
M	Reveal Map
B	Betrayal

10.3 Hot Keys for Laborer

KEY	OPERATION
Z	Build
R	Repair
U	Dismiss
KEY	BUILDING (after you enter the Laborers' Interface)
W	Swordsmen's Barracks
P	Pikemen's Barracks
C	Archers' Barracks
Q	Storehouse
Y	Dockyard
A	National Academy
H	House
K	Machine Workshop
I	Inn
S	Stable
M	Market
O	Workshop
T	Temple
F	Farm

10.4 Other Hot Keys

HOT KEY	FUNCTION	HOT KEY	FUNCTION
Esc	Pauses the game and displays an Options box.	C *	Selects one ceremonial arch in this country.
Ctrl + Num Keys	Groups troops.	G *	Selects one city gate in this country.
F1	Opens "Help."	V *	Selects one village in this country.
Num Keys	Selects the relevant troops.	I *	Selects one inn in this country.
F2	Saves game	F *	Selects one farm in this country.
Alt + Num Keys	Selects the relevant troops and switches to this troop's window.	O *	Selects one workshop in this country.
F3	Loads game.	A *	Selects one national academy in this country.
Shift + Num Keys	Selects the relevant troops as well as the present selected troops.	T *	Selects one temple in this country.
F4	Shows mission objectives.	M *	Selects one market in this country.
W *	Toggles through the warriors in the current window.	B *	Selects one barracks in this country.
F5	Displays game options.	P *	Selects one supply camp in this country.
Q *	Identifies idle laborers.	S *	Selects one stable in this country.
Pause	Pauses game.	K *	Selects one machine workshop in this country.
H *	Selects the court house in your kingdom.	Y *	Selects one dockyard in this country.
E	Selects all military units in the present window	D *	Selects one jetty in this country.
N *	Selects this kingdom's next unit.	J *	Selects one outline-a-city in this country.

Note:

- The keys marked by * can be used together with the Alt key to facilitate the switches of viewport.
- Double-click on a unit and all the units of the same type can be selected.
- Press Ctrl and left-click on target units to add them to your selected group.

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